

Test

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Introduction

This report contains my work from the programming class bootcamp. The report is split up into 6 chapters, with the first chapter (this one) being a short introduction and each of the following chapters is about 1 day of the bootcamp. These chapters are split up into a section with a summary of the topics of that day and a section that explains what the assignment was, what I tried to achieve and how you applied the topics from the "listen" segment. The final chapter is a reflection on the bootcamp as a whole.

The .zip file that contains this report also contains the source code for each of the 5 assignments. Appendix A1 through A5 also contain this source code of these assignments and I occasionally explain or show parts of the code throughout the document as well.



Link to GitHub

I am fully aware that no links are allowed and the .zip file is intended to stand on its own, but in case it is easier, the full contents are also available on GitHub through the following link:

https://github.com/KerrBeeldens/programming_class_24_25



Day 1: shapes, colors & variables

- 2.1 Summary of topics
- 2.2 Challenge description: name



Day 2: flow & conditionals

- 3.1 Summary of topics
- 3.2 Challenge description: name



Day 3: conditionals & interactivity

- 4.1 Summary of topics
- 4.2 Challenge description: name



Day 4: loops & functions

- 5.1 Summary of topics
- 5.2 Challenge description: name

C6

Chapter 6

Day 5: arrays

- 6.1 Summary of topics
- 6.2 Challenge description: name

C7 Chapter 7 Reflection

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